

Frontend engineer and design-code hybrid working at the intersection of usability, clean architecture and modern frontend tooling. I specialize in building scalable, user-centered interfaces for complex web applications.

Shaped by a background in cartography and a love for building systems that scale and tools people actually enjoy using. Known for high quality standards, an eye for detail, and a collaborative spirit that brings ideas to life across disciplines.

Looking for a part-time job while I'm pursuing my master's degree.

Frontend | Design

Alicia Schramek, UX Engineer

Ingolstadt, Germany

Frontend Frameworks & Libraries:

Vue2 / 3, Pinia, Vuex, PrimeVue, Buefy (Bulma), Tailwind, Localazy, eCharts, highCharts, chart.js, d3.js

Tooling:

Webpack, Vite, npm/yarn, Gitlab CI/CD, Github Actions

Programming Languages:

JavaScript, TypeScript, HTML, CSS (SCSS, Sass, Less), Python, SQL, Arduino/Rasbian, WebGL (threeJS), C++ (beginner level)

Testing & Quality Assurance:

PostHog, Playwright, LambdaTest, ESLint, TSLint, StyleLint, Prettier

Version Control & Env:

Git, GitLab, GitHub, Unix, Bash

Design & UX:

Adobe Creative Suite, Figma, Cinema4D, Maya, Vizcom

Geospatial Technologies:

OpenLayers, MapTiler, Mapbox, ESRI ArcGIS (Pro), QGIS, COGEO, H3

Core Strengths

- Design/Code Hybrid
- Scalable frontend architecture
- Fast learner
- UX strategy (metrics, testing, continuous feedback)

Languages

German (native)

English (working proficiency)

present

M.Sc. User Experience Design

University of Applied Sciences Ingolstadt

Interdisciplinary Study:

Computer Science, UX Design, UX Research

do what you love

love what you do

Mar 2026

- Bridged the gap between design and development, acting as the glue between UX and frontend engineering in a product-driven startup environment
- Designed and implemented easy to advanced UI features
- Led the frontend migration from Vue2 + JavaScript to Vue3 + TypeScript, including a new CSS utility framework
- Introduced, integrated and maintained the foundation of a design system to align design and code workflows
- Established structured UI:UX processes (UX Framework) including usability metrics and tracking, enabling targeted product decisions
- Advocated for user-centered, accessibility-aware decisions while collaborating across frontend, backend, design, marketing, and product management

Feb 2021

Frontend Engineer | UX Designer

OroraTech, Munich

Sep 2020

- Research *digital web tools under stress conditions*
- Conception & implementation of a webapp for the state office for environment in Augsburg

Feb 2019

Student Assistant

University of Applied Sciences, Augsburg

Sep 2018

Web Developer (Practical Semester)

mpunkt, Augsburg

- Supported the design, prototyping and implementation of web applications (PHP, JQuery) with a focus on usability. Main Task: Implementation of online survey for ADAC

Sep 2015

B.Sc. Interactive Media (Thesis Grade A)

University of Applied Sciences Augsburg

Interdisciplinary Study:

Computer Science, Design, 2D/3D Animation

Sep 2015

Jul 2015

Geomatics Specialist

State Office for Surveying and Geoinformation, Munich

- Maintained large-scale geographical information system of the bavarian government (AKTIS)
- Focused on visual consistency, accuracy, and compliance

Jul 2014

Sep 2011

Apprenticeship Geomatics Specialist (Geomatiker)

State Office for Surveying and Geoinformation, Munich